

**PONY CLUB  
INTERNATIONAL  
MOUNTED GAMES  
EXCHANGE**

**OFFICIAL  
RULES, REGULATIONS AND GUIDELINES**

***COMPETING COUNTRIES  
AUSTRALIA  
CANADA  
GREAT BRITAIN  
UNITED STATES OF AMERICA***

**REVISED AND REPRINTED**

**January 2008**

(incorporating amendments made at the July 2007 Meeting)

**RULES AND GUIDELINES  
FOR THE CONDUCT AND HOSTING  
OF THE  
INTERNATIONAL MOUNTED GAMES EXCHANGE**

**PRIME OBJECT**

1. The prime object of such visits is the meeting, exchange of views and better understanding between Pony Club members from the Nations taking part and to broaden the scope of the Pony Club Movement

Note: An asterisk (\*) indicates amendments made at 2005 Pony Club International Alliance meeting in Canada..

2. Competition is restricted to Australia, Canada, Great Britain and the United States of America. It has been agreed that it would not be practical financially to extend the exchange formula beyond the present four Nations, in the foreseeable future. \* The host nation may invite a fifth country for a one - time exception.
3. \* Starting with 2009, International Mounted Games will go back to being held every year. The current rotation is: 2007 – US (July)  
2009 – Canada  
2010 – Australia  
2011 – UK  
2012 – USA
4. Each full team shall consist of not less than four or more than five riders who should not have attained their 16th birthday by 1<sup>st</sup> January in the year of competition. It is recommended that Team Riders be at least 15 years of age (preferably near to maximum age limit), and be well balanced, mature young people as well as good ambassadors for their country.

If a team is unable to field five riders, then it would be at the discretion of the International Mounted Games delegates and the Host Nation to appoint a suitable local Pony Club member to take the place of the fifth rider. (i.e. for Pony Club Race and Postman's Chase etc.)

A team rider who has previously represented his country in this competition is not eligible for selection.

Good sportsmanship, team spirit and the ability to cheerfully participate in all activities planned either by the hosting Nation or their Coach and Chaperone is of paramount importance when selecting team riders.

An acceptable code of behavior is expected.

The taking of alcohol, non prescription drugs or smoking by team members is not permitted.

5. Where possible Mounted Games Competitions to be scheduled during the months of July and August.  
Three weeks to be the maximum duration period, including travelling time. Two would be considered sufficient time overall away from home.
6. Competition venue may be outdoors or indoors, providing the arena is of sufficient size.

**PONIES**

7. In the main Competition, competitors will NOT be allowed ride their own ponies or any that they have ridden regularly in official Pony Club Competitions.

The ponies will be provided by the host Nation's Organizer(s) and pooled prior to the competition. The host Nation's Organizer(s) will then divide the ponies into four groups of five, each group as far as possible having comparable abilities.

For ease of identification, the host Nation Organizer(s) should number each pony and color code the four groups (**with text and colored insulation tape on the bridle**), before making a detailed list of ponies available to the Coaches, prior to the Competition. (See Appendix 4)

All ponies to be familiar with the games to be played.

At least five extra ponies should be presented to attend the pooling and be available at the competition. These may be used to replace any found to be lame or unsuitable up to the commencement of the Competition. Any pony that is lame or becomes lame, will be excluded from taking part in the event.

Because of the rider weight factor, ponies under 12.2 hh should be excluded. If this is not possible, only one under 12.2 hh is allowed per team.

Ponies must be serviceably sound and well shod, or with their feet properly dressed. Ponies must be groomed and well trimmed. Manes and tails must not be plaited. Ponies should be at least 4 years old.

(Special conditions apply to Australia hosting - horses up to 15 hh may be used if sufficient ponies cannot be obtained - one per team).

## **GAMES**

8. The main Competition will consist of not less than twelve games (sixteen games are often used) and be sufficient to allow for each competing team to use each group of five ponies an equal number of times.

### **Selection of Games**

A list of suggested games for any International tour will be selected at the previous year's International Mounted Games Meeting for the following year's competition. The Nation to host will provide a list of games for consideration. The games will be taken from those listed in the Games Section of **the current International Rule Book**.

Games selected should include a balance of those requiring a variation of skills, degrees of difficulty and equipment. This helps to ensure a fair and exciting competition. The selection of games should take into consideration the fact that the necessary equipment will be easily obtainable in all competing Nations.

Organizers should be aware that races with ponies **working in pairs, may not be suitable** if the ponies are not accustomed to going together.

There is no set number of games to be played by any rider.

Games will be played in the order to be decided by the Chief Steward based on the convenience of erecting and dismantling equipment.

**All games to be played in accordance with the "current International Rules"**

### **New Games to be introduced**

Any new game must be first presented at an International Mounted Games Delegates' Meeting, twelve months prior to any final consideration for its inclusion in the Official Games Rules. **The rules for any proposed new game must have been circularized to the National Offices of all competing countries at the time of initial presentation**, to allow time for trial prior to any final decision for inclusion. Such proposed new game is not to be used in International Competition, until ratified at the Delegates' meeting in the year following initial presentation of the game by a participating Nation.

## EQUIPMENT

9. Equipment to be used is provided by the Host Nation and must comply as near as possible with that recommended in Annexure "B" of the current international rules.

The use of bamboo canes is recommended.

## SUPERVISOR

10. It is recommended that the Host Nation provide an overall SUPERVISOR with the responsibility of mediating, liaising to amend programs if thought necessary and to co-ordinate discussion meetings between Coaches and Chaperones on a regular basis as well as do all things to promote goodwill, a good competition and a successful tour.

The tour Supervisor should be presented with a billeting list upon entering an area when the Coach and Chaperone of each team may discuss any particular adjustments they require for team riders, prior to the billeting list being presented to the tour members. This is to facilitate "mixing" and to avoid any "personality clashes".

Visiting Nations should understand that any **parents, husbands/wives, family or friends of team members** who are visiting the host nation at the same time as the Games tour, **ARE NOT PART OF THE TOUR ACTIVITIES**. As hosting is expensive and the increase in numbers can present a variety of problems, hosting Nations are particularly requested not to create any precedence in this matter.

## COACH AND CHAPERONE

11. Each competing team to be accompanied by a Coach and Chaperone. These positions may be filled by the one adult or at the discretion of the Host Nation, two adults **may** be invited to fill these positions and accompany a particular team.

Coaches and Chaperones should be chosen for their maturity and common sense. Those who are too young and/or overly competitive have not proved ideal.

Male chaperones should not be chosen to supervise teams containing females.

Information relating to health, baggage insurance and other personal details for team riders should be carried by the nominated personnel.

## BRIEFING

12. It is essential that all Team Representatives meet with the Official Steward and the Organizer on the day before the competition, to inspect equipment and discuss any matters relevant to the competition.

## INFORMATION TIME FRAME for Hosting and Competing Nations

### Communications:

13. All communications relative to International Mounted Games Competitions and Tours are to be addressed to the National Offices of each participating country. It is the responsibility of each country's National Office to then distribute the correspondence to those concerned within their own country. All reply communications should be addressed in the first place to the Host Nation's National Office. (This will avoid considerable confusion that has existed with correspondence being addressed to individual members of Games committees, who are liable to change.)

Information to be advised to Visiting Nations **IN JANUARY** by Hosting Nation:

- (a) The host Nation to send an invitation to visiting teams and confirm games to be played in the main Competition. These games will be as decided at the previous year's International Delegates Meeting.
- (b) Tour dates and basic itinerary to be included with the invitation.

Information to be advised **NO LATER THAN MARCH** by Hosting Nation:

- (a) Host countries are to forward the proposed itinerary information to visiting teams.
- (b) An estimate of any anticipated additional personal expense to Team Riders (other than what would be normally covered by their pocket money allowance) to be notified to the visiting Nations.
- (c) Expected weather conditions and suggested suitable clothing.

**INFORMATION TIME FRAME for Hosting and Competing Nations (continued)**

**Information to be forwarded TO the HOST NATION NO LATER THAN MARCH**

- (a) Hosting Nations to receive names, addresses, telephone numbers, ages, weight, indemnity and health forms (see Appendix 6) of visiting team riders and name(s) and address(s) of Coach and Chaperone.
- (b) Each team member (including the Coach and Chaperone) to forward two hundred and fifty pounds (250 pounds) sterling to the National Office of the Hosting Country to assist with internal travel. This amount to be forwarded in the currency of the Host Nation.

**Information to be notified to the VISITING NATIONS NO LATER THAN ONE MONTH PRIOR TO THE COMPETITION:**

- (a) Host Nations to advise the dates of the period teams will spend in each billeting area together with a central contact name, addresses and emergency telephone number for the area. This information is for notification to parents prior to the departure of Teams.

**Information to be notified to the HOST NATION NO LATER THAN ONE MONTH PRIOR TO THE COMPETITION:**

- (a) The flight and arrival details of each team.

**ITINERARY**

**14.** When arranging itineraries, Hosting Nations should include some of the following activities, in addition to the usual sight seeing:

- (a) arrange for a variety of visits of short individual duration to places of interest. (b) riding/trekking/other mounted activities, participating in local events. (c) visits to local Pony Clubs and involvement in their activities. (d) other sporting activities - swimming, bowling, squash, or as can be arranged. (e) evening entertainment should be programmed keeping the age of the team riders in mind. Over tiring team riders should be avoided. (f) adequate free time to be allowed every 3rd or 4th day for relaxation, laundry arrangements etc. (g) include some days when host families arrange outings for their billets. (h) arrange some shopping time.

**BASIC RESPONSIBILITY OF HOST NATIONS:**

**15.**

- (a) Arranging an interesting and varied hospitality programme for visiting teams.
- (b) Payment of incidental costs, entrance fees etc.
- (c) Provide internal land and air (if required) transportation.
- (d) Provide billeting

- (e) Provide billeting families with Appendix 3
- (f) Visits to areas/places of historical and cultural interest (can be done as a group or with host families).
- (g) Provide all meals as required.
- (h) Scrambled Teams practices.
- (i) Competition venue, officials and stewards as required.
- (j) If not already in their position, provide one copy of the **current International Games rules** to each visiting Coach.
- (k) Supply of ponies for competition and practice. Every endeavor should be made to use different ponies in practice to those used for the actual International Competition.
- (l) Provide all required games equipment for scrambled teams practice and International Competition.

**INTERNAL TRANSPORTATION:**

It is highly recommended that all transport for teams on lengthy tours, where feasible, be by officially designated Commercial Coach (bus), large enough to take all team members and their luggage. Experienced qualified/licensed coach (bus) driver to be in charge of the coach.

**BILLETING** (also see Appendix 3)

**16.** The responsibilities associated with the hosting of International Team Riders should be fully explained to billeting families by the Hosting Nation.

Hosting families should be briefed on their involvement in conveying riders to fixtures and other expectancies and the necessity of **ADULT SUPERVISION AT ALL TIMES** (when the respective Coach or Chaperone is not present). This also to apply to any arranged outings with billets.

Internal transportation as notified to hosting families. For reasons of safety all drivers to be well experienced and of mature age. **No vehicle conveying team riders is to be driven by a person under 21 years.** This also applies to transport on scheduled "free days" spent with the billets.

Based on past experience with billeting, it is acknowledged that the riders from the different Nations should be mixed as much as possible. This should include their local billets. Two or three changes of billeting arrangements may be applicable.

It has been found to be of benefit to both hosting families and Coaches and Chaperones to billet boys and girls separately, where possible.

A rider should not be billeted in his/her own home.

Adequate laundry facilities should be available.

Host families to be advised that no alcohol is to be served to team riders. The rule pertaining to alcohol, non prescription drugs and smoking is to be enforced at all times. Any instances of disregard for this rule or behavioral problems experienced by hosts to be immediately reported to the Coach and Chaperone concerned.

**GAME PRACTICES**

**17.** Arrangements to be made for friendly competitions organized by a Host Nation, Branch (Club). A **minimum** of 3 games practices is ideal. Suitable mounts for practices to be organized and equipment similar to that to be used in the competition.

Practices to be conducted under the scrambled teams system and to consist of a sufficient number of games as agreed by the Organizer and Visiting Teams' representatives.

Short periods may be allocated for teams to practice alone, this MUST NOT become a competition between countries.

## INTERNATIONAL DELEGATE MEETINGS

### 18.

- (a) The Host Nation will schedule an International Mounted Games Delegates' meeting within the first few days of the Exchange - date and time and any matters to come up for discussion to be advised on the Meeting Agenda forwarded to the National Offices of participating Nations no later than two (2) months prior to the scheduled commencement date of the next Exchange. A second meeting may be held towards the end of the tour to confirm the list of games for the next year's competition.
- (b) Agendas setting out any Notices of Motion received and the business of the meeting, to be forwarded to the National Offices of all participating Nations **no later than two (2) months prior to the commencement of the Exchange**. This is to allow the participating Nations time to consider the agended items and to instruct Delegates accordingly for voting at the forthcoming meeting.
- (c) All **Notices of Motion** for consideration at International meetings to be **submitted** by the participating Nations to the National Office of the Host Nation **no later than three (3) months prior** to the scheduled commencement date of the next Exchange.
- (d) Each Nation to be invited to appoint their Coach and Chaperone or other Official/s as their appointed two Delegates to the Meeting for the purpose of fixture planning and considering any **Agended** alterations / amendments / clarification of Rules and Guidelines for International Competitions. It is stressed that the Delegates appointed have a responsibility to ensure the continuity and intention of the set Guidelines, and Rules for International Competitions.
- (e) The Host Nation shall appoint a Chairperson for the International Delegates Meeting who should be conversant with the International Mounted Games aims, objects and rules.
- (f) The Host Country shall appoint a Minute Secretary for the meeting.
- (g) No major changes to rules or conditions for the International Mounted Games Exchange can be agreed to at a meeting, unless these proposed changes/alterations/amendments have been **previously listed on the Meeting Agenda** which has **been forwarded to the participating Nations at least two (2) months prior** to the commencement of the current Exchange.
- (h) No proposed Motion can be written into the update of the International Mounted Games Rules and Regulations and therefore implemented unless it has been constitutionally agended, moved, seconded and carried by Delegates present and eligible to vote at an International Games Meeting
- (i) The Host Nation is responsible to **forward the Minutes of the Meeting to the National Offices** of the participating countries within **6 weeks** of the date of an International Delegates' meeting. If any alterations or amendments to the Rules, Regulations & Guidelines have been passed by Motion at a meeting, it is the responsibility of the Host Nation to forward **UPDATED** copies of **the Rules (as per the current Minutes) to the National Offices of the participating Nations** at the same time as they forward the Minutes of the meeting.

## INSURANCE

19. Visiting Team Riders, Team Coaches and Chaperones must arrange adequate insurance (travel, health, liability, personal accident) cover for any contingency. The Host Nation should ensure their country's Pony Club public liability insurance is adequate and applicable to the tour and competition.

## **RIDER**

- 20.** A rider weighing more than 117 pounds (8st. 5 lbs), dressed to compete, may not ride a pony 12.2 hands or under.  
Visiting nations will respect Rules relating to Host Nation weights and pony sizes.

## **DRESS**

- 21.** Riders must wear light colored jodhpurs or special riding breeches, white shirts with long sleeves (which are not to be rolled up), their Pony Club approved tie and jodhpur or long boots with leather (or synthetic/leather type) sole and heel. Jerseys may be worn under the white shirt for warmth

In the event that the delegates determine the weather is offensively hot, polo shirts shall be worn.

Each Nation's currently stipulated protective headgear for competitions, with approved chin strap in place, will be worn by each Nation's team. Failure to wear protective head gear correctly, will result in elimination from the race concerned.

Should headgear come off, it must be replaced immediately before resuming the event under penalty of elimination.

Number five rider, when taking part unmounted, must also wear protective head gear.

Teams must wear their own cap covers over their protective headgear.

A white cap band (at least 2" (5 cms) wide) is worn by the last rider in the team. Host Nation to supply.

Distinctive team colors (bibs) are worn on top of the white shirt. Nations supply their own.

Teams should wear distinctive uniforms at all times whilst on tour. Each country should decide on appropriate dress requirements for its own teams.

## **OBJECTIONS**

- 22.** (i) There will be **NO objections or protests** of any sort other than by Officials appointed for the competition.  
(ii) **Coaches only, may inquire** about team placings, **before the start of the next game.**

## **SADDLERY**

- 23** Ponies must be turned out with well fitting and properly maintained saddlery, including saddles made on a conventional hunting/general purpose tree and fitted with the usual stirrup bars with safety clips in the "down" position. They should be mounted with leathers, hunting or safety pattern irons and a two buckle girth.

Any saddles made without a tree, or those employing a half tree or front arch only, are prohibited. Similarly, racing saddles measuring less than 16 inches (40.6 cms) in length (i.e. from front arch to cantle) and weighing less than 5 lbs are not permissible.

Martingales: The only martingales permitted are irish, standing, bib or running. Only one of which may be worn at the one time. Standing martingales may be attached only to the cavesson portion of the noseband fitted above the bit.

Nosebands: The only nosebands permitted are cavesson, drop, grakle or flash, The kinton noseband is not permitted. Stoppers are required on reins as appropriate.

No item of tack may be used for any other purpose, or in any other way than for which it was designed and intended, e.g. running martingales may not be used as standing martingales.

Bits: The bit must be a plain snaffle with a straight bar or a single joint in the middle. The mouth piece must be smooth all round. Bitless bridles (including the hackamore) are NOT permitted.

Nickel bits and stirrup irons can be dangerous and are not recommended.

In events where saddles are not used, neck straps and martingales must be removed.

The **reins** must be **OVER** and not under **the ponies' neck**. If the reins are knotted, they must be undone at the buckle end.

No whips or spurs may be used; use of the baton, reins or other article as a whip shall incur elimination of the team from the event.

### **INSPECTION**

**24.** Riders and ponies will be inspected in the clothing and saddlery in which they are to compete, by a person/persons appointed by the Organizer before the start. Nothing will not be changed thereafter without reference to the Official Steward.

Team Coaches should be with their Team during this inspection.

The Organizer will provide a Steward who will make a note of any faults and see that these are re-inspected, when the fault has been corrected.

The Official Steward has absolute discretion in ruling on these matters.

### **START/STARTER**

**25.** The signal to start will be the drop of a flag. The Starter may order an unruly pony to stand or be held behind the 6 yard line (by a Steward of that Lane).

The Starter alone is responsible that the start is fair, so if, after dropping the flag he considers the start was unfair, he must immediately raise the flag again and recall the riders by whistle.

The Starter's position is in line with the first line of bending posts and on the same side as the Judges. He must ensure he can be clearly seen by all the competitors on the start line.

As soon as the teams are assembled on the line, the Starter should:

- i) Raise the flag and hold it upright whilst the riders settle; he should have the whistle ready in his other hand.
- ii) When he is satisfied all the riders are settled and stationary the flag is lowered **AWAY FROM THE RIDERS** (There is no need to bring the flag down with a great flourish as this will invariably unsettle the pony in the nearest lane).

Should the Starter have any doubts he should consult the Official Steward for guidance.

### **RESULTS**

**26.** The result of a race will be decided by the order in which the **ponies heads cross the finishing line** when ridden or the **riders cross the line when dismounted**, as in the Sack Race. When ponies finish in pairs, it is the **head of the second pony** which counts.

If for any reason the Judges cannot decide one or more of the placings in an event, the teams concerned must run the event again.

### **SPARE EVENT**

**27.** If for any reason an event cannot be run, it may either be replaced by the Spare Event or be declared void at the discretion of the Official Steward.

### **GENERAL RULES**

**28.** Except when the rules allow riders to dismount, they must remain mounted (facing forward, legs astride the saddle, or back when saddles are not used). Should one fall off and lose his pony, he must remount and resume the race from the point where he fell off.

**29. At a handover, only the rider next to start is allowed to take up position behind the line.** The remainder of the team must be at least six yards back. He must go next and may not be replaced by one of the others for any reason.

Handovers or changeovers from one rider to the next must take place behind the line: i.e. **the whole of the next rider and his pony (i.e. 4 hoofs) must be behind the line until the previous rider and his pony has crossed it, or until he has handed over the baton or other article.**

### **GENERAL RULES (continued)**

- **Changeover: The incoming rider ONLY can pick up the dropped item.** (This changeover rule is seen to be much safer.) (2003)

Should the next rider cross the line too soon, his team will be eliminated unless he returns to correct the error.

**30.** Should a rider drop an article that he has to carry, hand over or put into or take out of a container (or place on or take off a table, post, etc.), he **MAY** dismount to pick it up. He may then place it where it has to be put whilst dismounted, (except for the Pony Club Race) after which he must re-mount to resume the event.

Should a rider knock over a container, table, post etc., he must immediately set it up again and replace all the articles that should be in or on it, except the one being collected which need not be replaced. He can dismount and do this by hand **OR** remain mounted if he wishes. The penalty for infringement is elimination of the team from the event. When correcting an error, dismounted, the rider must continue to hold the pony by the rein throughout.

- **Pony Club Race: the rider must be mounted when hanging the letters, even if dropped.** (2003)

**31.** If a pony runs loose away from its rider, the team may be eliminated from the event at the discretion of the Official Steward. Leaving the arena entails elimination. No person may enter the arena to catch a loose pony; only the Line Stewards of the team involved, the team or the Arena Party, may help, and then only when the pony has left the "play area". The team may then continue with the race.

The Play Area is that area between the start line, change over line and the defined width of the area.

**32.** In all races in which the riders weave round bending posts the following will apply:

(a) The riders may pass the first post on either the right or the left. Thereafter they weave alternatively to the right and left of successive posts.

(b) The following faults will incur elimination of the team from the event:

- (i) passing the wrong side of a post unless corrected
- (ii) failure by the rider concerned to replace a post he has knocked down;
- (iii) breaking a post

**33.** A rider who commits an error during an event may return to correct it, even after crossing the hand-over or finishing line, provided he has not left the arena or the Judges have not declared the race to be over. Should he go back, the rider may not "hand-over" or "finish" until he again crosses the line after correcting the error.

**34.** Where a collecting ring is used, the riders may be directed to leave the arena since they have finished their part in an event. Riders must not ride down the course until excused.

35. If any rider or his pony interferes with another team during an event, the offending team may be eliminated or in serious cases disqualified at the discretion of the *Official Steward*. If an event is run in lanes between lines of bending posts, riders and ponies must remain in their allotted lanes, or risk elimination by the *Official Steward*. Races will not be re-run when a team upsets the equipment of another team, but the offending team will be eliminated from that race.

**36 Coaches only are allowed in the arena with their teams.**

37. Rough or dangerous riding, deliberate interference, or unseemly behavior may be penalized by disqualification of the rider or the team from the event concerned or from the whole competition, at the discretion of the *Official Steward*.

#### **GENERAL RULES (continued)**

38.

(i) A team will be eliminated for not correcting mistakes made during an event. A team will be disqualified for serious breaches of the rules.

(ii) Items of equipment must not be held in the mouth. Penalty for infringement is elimination

(iii) The penalty for infringement of Rules 27, 28, 29, 30, 31, 32, 33, 34, 35, 36 and 37 may be elimination of the offending team from the event, at the discretion of the *Official Steward*.

#### **SCORING**

39. Points will be awarded on the basis of one in excess of the number of teams competing e.g. in a four team competition, points will be 5, 4, 3 and 2. One (1) point for elimination, 0 points for disqualification.

In the event of elimination for any reason, or failure to complete the race, the team(s) will be placed last of those competing and receive points for that place.

In the event of equality for the final placings a "**Tie Breaker**" game will be used to decide. This game will be selected in advance and **be one of those being used in the Competition. Each Team Coach will select a game. These will then go into a draw - the one drawn being the one selected.**

The Scorer keeps the scores on the official Score Sheet (see sample Appendix 7) and promptly marks up the score board.

The Scorer works with the *Official Steward* and Judges in the arena.

#### **AWARDS:**

40. Are presented to each participating team,

#### **DISPUTES**

41. In the event of any dispute, **THE OFFICIALS STEWARD'S RULING SHALL BE FINAL AND BINDING.**

### **APPOINTED OFFICIALS - DUTIES**

#### **COMPETITION OFFICIALS**

42. The Host Nation will appoint the *Official Steward* whose duty it is to see that the competition is conducted in accordance with the laid down rules (adjudicate on eliminations, etc.)  
The *Official Steward* should be a person experienced in International competition.  
No official will have a son or daughter competing.

**The Competition Organizer will appoint:**

- (a) A Starter
- (b) A minimum of two Judges and Judges' Writers.

- (c) A Safety Check Inspector and a Steward to note any faults for re-inspection..
- (d) Two Line Stewards for each lane.
- (e) Equipment Stewards
- (f) Arena Party
- (g) Other Stewards as required.

**OFFICIAL STEWARD - DUTIES: (APPENDIX C)**

43. The *Official Steward* who is appointed by the Host Country Pony Club Headquarters, is responsible for
- (a) ensuring that the whole competition is run in accordance with the rules. His/her authority is final and binding.
  - (b) He/she is responsible for inspecting and approving the lay-out of the arena and all the equipment.

**OFFICIAL STEWARD - DUTIES: (continued)**

- (c) He/she conducts the Briefing (after calling the roll).
- (d) He/she supervises the Line Stewards and may replace a Line Steward if he considers it necessary.
- (e) He/she receives reports on infringements and informs the Chief Judge of his decisions.
- (f) He/she must ensure the Tack inspectors inspect the Teams as required, prior to the initial parade.
- (g) The *Official Steward* must liaise with the First Aid personnel to arrange for adequate reserve cover should the Ambulance have to leave the ground during the competition.
- (h) He/she adjudicates on objections.
- (i) The *Official Steward* shall adjudicate on any unforeseen eventualities.
- (j) Her/she must have available a height measuring stick and scales (bathroom scales are adequate).
- (k) He/she must have a whistle immediately available in case it is necessary to stop a race.

If, because of any serious breach of the rules, the *Official Steward* considers disqualification from the whole or any subsequent competition may be necessary, he can consult with the Organizer and any member of the International Mounted Games Committee present before taking his decision.

**Report:**

The *Official Steward* must send in his/her report to National (Hosting) Pony Club Headquarters, promptly after the competition, to include the following points:

- a) The general organization of the competition
- b) Any incidents or difficulties that arose

In the event of there being a matter upon which the *Official Steward* feels unable to adjudicate, each nation shall provide a representative to form a consultation panel to assist the *Official Steward* in making his/her final decision.

**JUDGES:**

44. The Host Nation shall appoint a minimum of two Judges who stand on the start/finish

The Judges are not responsible for infringements and must not overrule the Line Stewards. The Judges receive reports of eliminations from the *Official Steward* and taking these into consideration, give the results of each race. The Judges should position themselves at the same end of the finishing line as the Commentator for easy liaison.

**JUDGE'S WRITERS:**

45. One is required for each Judge. The Judge's Writer enters the results of each race on the Judge's slips provided and takes these promptly to the Announcer and Scorer. He/she keeps a duplicate record of the results.

**ARENA PARTY:**

46. The Arena Party puts up and issues equipment and ensures that everything is ready for each event, removing the equipment when it is no longer required.

**LINE STEWARDS:**

47. There must be two Stewards for each lane. They must have a thorough knowledge of the rules and have studied carefully the details of each race in the competition.

The Line Steward's position is three or four yards beyond the finish or change-over line and in line with the lane they are judging.

Any infringement of the rules must be signaled at once by raising a flag (or number signal) high, keeping it up until the end of the race, unless the infringement is corrected, when it is immediately lowered again.

When a **Line Steward signals an infringement, the Line Steward at the opposite end should also signal.**

### **LINE STEWARDS (continued)**

In the case of obstruction by any team, the Line Steward of the team causing the obstruction **does NOT signal until the end of the race.** At that time the flag (or board) is raised for the attention of the *Official Steward* who will then adjudicate. **The Line Steward of the team obstructed does NOT signal.**

Line Stewards must not call back or call instructions to any competitor, but they must answer a competitor's questions (as briefly as possible).

Line Stewards at the change-over line should ensure that competitors do not ride back down the arena until the race is over.

If one team's equipment is upset by another team, the nearest Line Steward of the team upset should quickly set this up again, if this is possible.

Close concentration is necessary throughout each race. Be sure not to be distracted by anything -even a bad upset in another lane.

**Ensure that only the next rider to go takes up his position on the start or change-over line. The others must be behind the six-yard line.**

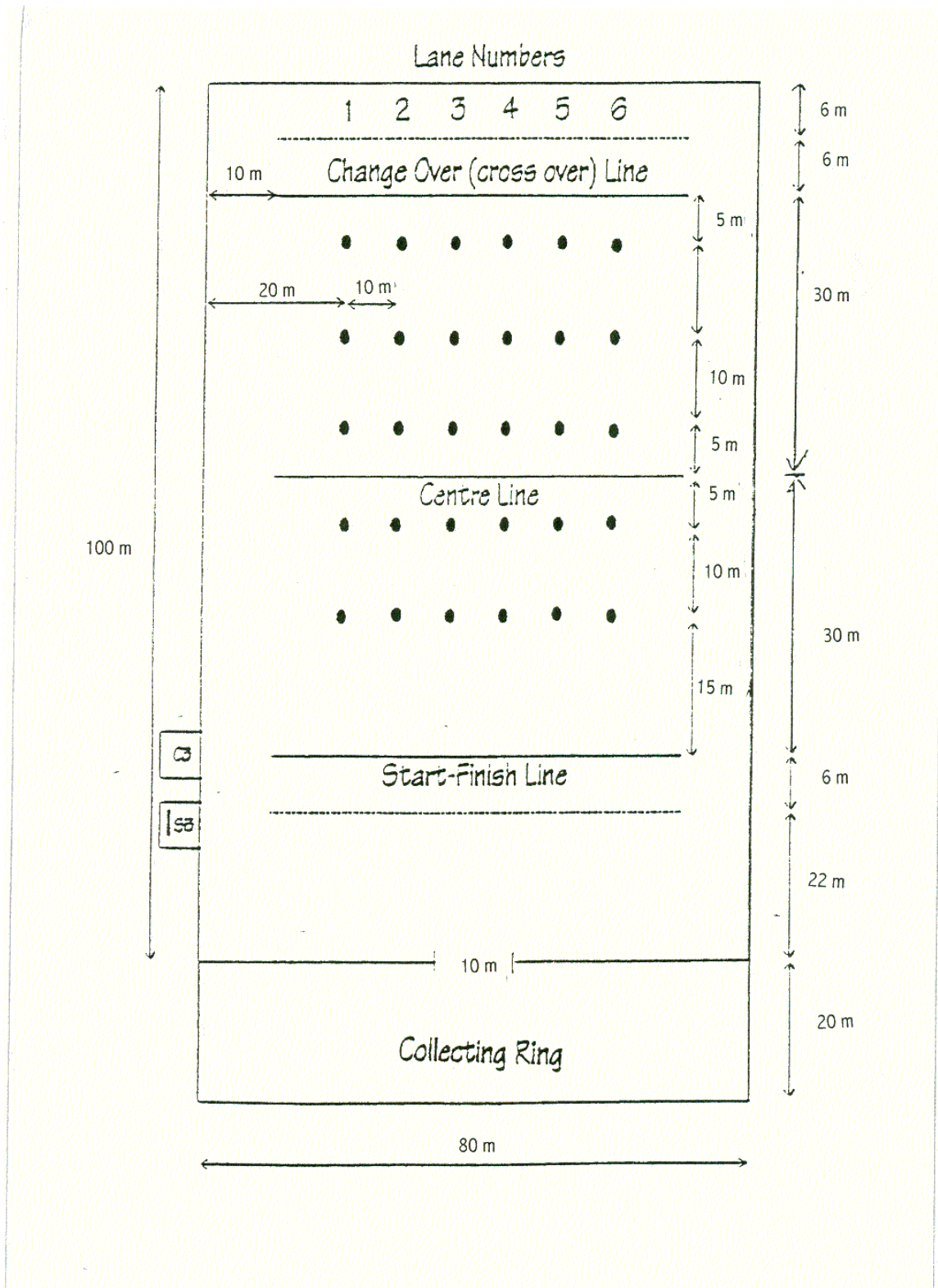
If a pony runs loose, the Line Stewards of the team concerned MAY endeavor to catch it after it has left the "playing area".

Line Stewards are not responsible for the position of the ponies at the start.

If a **pony has to be held**, the Line Steward of the team concerned will do so and **must be behind the six-yard line.**

**APPENDIX 1:**

**PLAN OF THE ARENA**



## **APPENDIX 2:**

### **NOTES FOR COACH AND CHAPERONE AND TEAM RIDERS**

#### **DISCIPLINE NOTES:**

A Coach and Chaperone of any travelling team representing Pony Club needs the assurance of a clearly defined policy regarding discipline. He or she, plus the Team Rider and his/her parents, must know the limits. The need, therefore, for competing Nations to define an appropriate behavioral code for all travelling teams with the International Mounted Games Exchange, is necessary.

A list of controversial areas which could create a problem for a Coach, Chaperone and Billeting families are:

- a) uncontrollable, obstreperous behavior
- b) drugs
- c) unauthorized liquor consumption
- d) sexual liaisons
- e) physical attack
- f) smoking
- g) theft
- h) leaving billet or group at any time without permission
- i) any other reason considered sufficiently serious to warrant dismissal from the team.

All concerned must recognize the seriousness, not only of these offences, but also of resorting to the punishment imposed.

A release form to be signed by both Rider and Parent, which will indicate that both understand there is an acceptable standard, which when disregarded, may cause immediate dismissal from the team.

The parents will understand their responsibility for any expenses incurred by the Pony Club in returning a dismissed Team Rider to their home.

The Team Chaperone must contact a Pony Club official from their own country and the parents of the child prior to sending this individual home.

**Sample Copy.**

**RELEASE FORM**

I, . . . . ., have read and understood the document concerning Team discipline and will conscientiously endeavor to co-operate with my Coach and Chaperone in all things and to represent my Branch (Club) and the Pony Club Movement of my country as a worthy ambassador.

I am aware of the consequences that may result from unacceptable behavior on my part.

signed.....  
Team Rider

signed .....  
Parent  
Date / /

## **APPENDIX 3**

### **NOTES FOR HOSTING FAMILIES**

*It is recommended that these notes be re-produced and circularized to families who have agreed to take billets:*

One of the major aims of these exchange visits is for the riders to meet, not only amongst themselves, but also with the Pony Club families and Branches (Clubs) of the Host Nation. In this way it is hoped to broaden their knowledge and understanding of the host country, the different cultures and general way of life, as well as giving them an exciting experience.

A list of controversial areas which could create a problem for a Coach, Chaperone and Billeting families are:

- a) uncontrollable, obstreperous behavior
- b) drugs
- c) unauthorized liquor consumption
- d) sexual liaisons
- e) physical attack
- f) smoking
- g) theft
- h) leaving billet or group at any time without permission
- i) any other reason considered sufficiently serious to warrant dismissal from the team.

The hosting family's role is very important and often vital to the general impression taken home by our visitors. These notes are intended as a help to you in preparing for your guests.

It would be appreciated by the Coaches and Chaperones if you could let them know how your guest(s) have settled in and if any problems become apparent. This will enable the appropriate action to be taken, to ensure any difficulties are overcome before they become serious.

#### **Hosting:**

Prior to arrival in your area, the Coach and Chaperone of each Team and the Tour Supervisor will have met to decide where each rider will be billeted. If a host can accommodate two (or more), the pairings will also have been decided; this may be changed between areas. The object is to try to ensure a good mix of nationalities, and to allocate the right person to the right home and avoid "personality" clashes.

For their arrival in each area, the Tour Supervisor will have arranged a meeting place and laid on light refreshments. This provides an opportunity for everyone to mix and be introduced to their new hosts. The program and general arrangements can be discussed before the guests depart for their billets.

It is important that you meet the person(s) acting as Coach and Chaperone for the rider(s) you are hosting, and make a note of where he/she is staying and the telephone number.

If you subsequently have any form of problem with your guest you must immediately advise the Team's Coach and Chaperone and seek his/her guidance.

#### **Health particulars:**

A questionnaire has been completed by each visiting team rider. Should there be any special diet or medical needs these will have been noted, also any allergies. A copy will have been forwarded to each Local Organizer so please enquire if there is anything of which you should be aware.

## **NOTES FOR HOSTING FAMILIES (continued)**

### **House Rules:**

It is important that you care for your guests exactly as family. When they arrive let them know of any applicable house rules particularly in reference to the **use of the telephone (collect calls of reasonably short duration are recommended)**, meal times, no midnight raiding of the refrigerator, reasonable retiring times etc.

Also any help that you can with washing and ironing of clothes would be appreciated.

### **Supervision**

The team riders are aged between 15 and 16. Please maintain supervision and do not let any rider depart from your home unless accompanied by a responsible adult.

### **IMPORTANT: NO TEAM RIDER IS TO BE DRIVEN IN A VEHICLE BY A PERSON UNDER 21 YEARS.**

For the safety of team members this ruling is to be strictly enforced at ALL times.

During times when pick up and set down arrangements are being completed please remain with your billets until another responsible adult can relieve you

### **Alcohol and Smoking**

Pony Club members on tour are **not permitted to drink any kind of alcoholic beverages.**

Furthermore, they are **not permitted to smoke or take non prescription drugs.** Any problems are to be immediately reported to the team member's Coach and Chaperone.

### **Itinerary:**

A copy of the overall program will have been given to you by the Local Organizer. This provides a detailed itinerary for the period the tour is in your area.

You will note that there are certain times designated "to be spent with the Host Family". These are intended as times of relaxation and a break from the round of organized functions. Please keep it that way and do not feel it necessary to arrange anything special - play it by ear! Also, do involve your own children as much as possible so that they get to know the visitors and everyone benefits from the exchange.

We know that great benefits have come out of these exchanges by way of better understanding and lasting friendships. All this is very worthwhile, nevertheless it is acknowledged that none of this would be possible without the help and support of people like yourselves, the billeting families. Be assured that your contribution is greatly appreciated and it is hoped you too will enjoy this visit - despite all the hard work!

HOST ORGANIZER

#### **APPENDIX 4**

Sample copy:

A completed Information Sheet is to be supplied to the Team Coaches, by the Host Organizer, prior to the competition:

#### **PONY INFORMATION SHEET**

##### **RED TEAM**

- No. 1 Grey Mare. 14hh. Fast. Good at all games.
- No. 2 Dark. Bay Geld. 13.2hh Steady and reliable
- No. 3 Dark. bay geld. 12.3hh Fast & strong
- No. 4 Buckskin geld. 13.2hh. Medium fast
- No. 5 White mare 12.2 Medium. Not reliable in sword. Small rider only.

##### **BLUE TEAM**

- No. 6 Dark. grey mare 14hh. Medium speed. Knows games
- No. 7 Chest. mare. 13.2 Very good, but can throw her head
- No. 8 etc.
- No. 9 etc.
- No.10 etc.

##### **GREEN TEAM**

- No. 11 etc,
  - No. 12
- and so on.

**\*\*\* FOR EASY IDENTIFICATION ALL PONIES SHOULD BE "TEAM COLOUR CODED" WITH A PIECE OF COLOURED INSULATION TAPE AROUND THEIR BRIDLE AND THEIR NUMBER IN TEXTA. CLEARLY VISIBLE.**

**APPENDIX 5:**

**PONY TEAMS ORDER FOR GAME**

Set 1

Blue	Canada
Green	Great Britain
Red	U.S.A.
Yellow	Australia

Set 2

Blue	Australia
Green	Canada
Red	Great Britain
Yellow	U.S.A

Set 3

Blue	U.S.A.
Green	Australia
Red	Canada
Yellow	Great Britain

Set 4

Blue	Great Britain
Green	U.S.A.
Red	Australia
Yellow	Canada

**APPENDIX 6;**  
Sample copy:

### QUESTIONNAIRE FOR TEAM RIDERS

NAME.....

ADDRESS.....

COUNTRY.....BRANCH/CLUB.....  
.....

DATE OF BIRTH.....HEIGHT.....WEIGHT.....

HOME TELEPHONE NO. OF PARENT/GUARDIAN .....

PASSPORT NO. (if travelling  
overseas).....

INTERESTS.....

This section to be completed by Parent/Guardian

a)Health a) Is he/she immunized against Tetanus? (it is advisable that they are). .....

b) Does he/she suffer from Asthma, Hay Fever, etc.? .....

c)Is he/she allergic to anything?.....

d)Does he/she take any pills or medication regularly?.....

If yes, please state details.....

e) Does he/she have any prohibited foods?.....

f) Has he/she any physical or emotional problem.....

g)Travel Does he/she suffer from travel sickness.....  
(If 'yes', please provide travel sickness pills).

Insurance Please confirm that he/she is covered against medical expenses and loss of baggage etc.....

Any other information which might assist the host families; e.g. Religious observances.

I accept that the Organizers or the National Pony Club will not be held responsible for accident or losses

signed ..... Parent/Guardian

Date / /

**APPENDIX 7:**

**INTERNATIONAL MOUNTED GAMES COMPETITION**

**held at**

.....

**SCORE SHEET**

**GAME**                      **UNITED STATES**                      **CANADA**                      **AUSTRALIA**                      **GREAT BRITAIN**

**SESSION I**

Team Relay  
Bending  
Ball & Cone  
Grooms Stakes  
Postman's Chase

**SESSION 2**

Mug Race  
Rope Race  
Litter Race  
Stepping Stones

**SESSION 3**

Balloon Bursting  
Hurdle Race  
Sword Race  
Two Flag Race

**SESSION 4**

Old Sock Race  
Pony Club Race  
Tire Race  
Five Flag Race

**TOTAL**

TIE BREAKER - Sack

SCORING - 5, 4, 3, 2. 1 point if eliminated. 0 - Disqualified

## ANNEXURE "A"

### INTERNATIONAL MOUNTED GAMES INDEX

BALL AND BUCKET RACE  
BALL AND CONE RACE  
BALL AND RACQUET  
BALLOON BURSTING  
BOTTLE RACE  
CANADIAN RACE  
DAILY MAIL  
EGG AND RACQUET RACE  
EGG AND SPOON  
FISHING RACE  
FIVE FLAG RACE  
FIVE MUG RACE  
HI-LO RACE  
HOUSEWIFE'S SCURRY  
HURDLE RACE  
LITTER RACE  
NINE RING  
OLD SOCK RACE  
PONY CLUB RACE  
PONY EXPRESS  
POSTMAN'S CHASE  
POTATO RACE  
POTATO PICKING SCRAMBLE  
PYRAMID RACE  
RING RACE  
ROPE RACE  
SACK RACE  
SPILLERS POLE RACE  
STEPPING STONE DASH  
STICK PEGGING RELAY  
SWORD RACE  
TACK SHOP RACE  
TEAM RELAY BENDING RACE  
THREE MUG RACE  
TWO FLAG  
TYRE RACE  
WINDSOR CASTLE RACE

The Games to be played for each International Competition to be chosen from this list and as agreed to, at the International Delegates' Meeting in the year prior to the year of competition. When choosing games every endeavor should be made to achieve a balance of races requiring a variation of degrees of difficulty, skills and equipment. This helps to ensure an exciting competition, with spectator appeal and one where all competitors feel they have had a fair chance.

**\* \* \* Organizers should be aware that races with ponies working in pairs may not be suitable and may be dangerous if the ponies are not accustomed to going together.**

### **BALL AND BUCKET RACE**

Three yards (91.37cm) behind the change-over line there will be four tennis balls for each team, within E ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team. On the signal to start Number 1 carrying a ball, will gallop to his team's bucket and drop the ball into it. He then continues to the far end, dismounts, picks up a ball, remounts and will return to the start to hand it to Number 2.

Numbers 2, 3 & 4 will complete the course in the same way in succession, with Number 4 dropping the last ball into the bucket on his way back.

The winning team will be the one whose Number 4 is first over the finishing line.

### **BALL AND CONE RACE**

The start and finish line will be the same line at one end of the arena, with the change-over line at the other end. There will be two 18" (46cm) cones for each team, each one placed 15 yards (13.71m) from either end. A tennis ball will be placed on the far cone. Number 1 & 3 will be mounted at the start line and Numbers 2 & 4 at the change-over end. Number 1 carries a tennis ball and on the signal to start, gallops to the first cone and places his ball on it; he then gallops to the second holder, collects the ball and hands it to Number 2. Numbers 2, 3 & 4 complete the course in similar manner. The winning team is the one whose Number 4 is first over the finish line carrying the ball.

In the case of cones knocked over or a ball being dropped, General Rules 28 and 29 apply.

### **BALL AND RACKET RACE**

Lines of three bending posts will be put up 24 to 30 feet (7.315 to 9.144cms) apart. On the centre post of each line will be fixed a container in which will be placed three spare tennis balls.

Number 1 will carry a racquet on which is placed a tennis ball.

On the signal to start, the Number 1 will ride up and down the line through the bending posts carrying his ball on his racquet. The ball must not be touched by hand except when being picked up. On arrival at the finishing line Number 1 will hand his racquet and ball to his Number 2, the ball still being untouched by hand. Numbers 2, 3 & 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose Number 4 crosses the finishing line first carrying his ball on his racquet.

Should the ball be dropped, the rider must either pick it up, or collect another from the container on his team's centre post, and resume the course again from the point where the ball was dropped. The ball need not be placed on the racquet until this point is reached. Should the ball be dropped over the handover line, the rider may dismount and put the ball on the racquet of the next rider to go.

Each racquet will have a crosspiece through the centre of the handle and competitors' hands must be behind this crosspiece.

### **BALLOON BURSTING**

On the centre line six balloons for each team will be pegged to the ground 1.5 ft - 2 ft (457 - 609 mm) apart in a straight line up and down the arena. Numbers 1 & 3 will be mounted at one end of the arena and Numbers 2 & 4 at the other. Number 1 will carry a lance e.g. a cane 4 feet (1.22 m) long with a drawing pin fixed at one end with insulating tape

On the signal to start, Number will gallop to the end of the arena, bursting a balloon on the way and hand the lance to Number 2.

Numbers 2, 3 & 4 will similarly each complete the course, up or down the arena, bursting a balloon, in succession.

The winning team will be the one whose Number 4 is first over the finishing line, mounted and carrying the lance.

Riders may make more than one attempt to burst a balloon, which may be done with either the point or flat of the lance.

If a rider fails to burst a balloon his team will be eliminated from the event. There will be no penalty if a rider bursts more than one balloon.

### **BOTTLE RACE**

There will be a table or oil drum, etc., for each team, on the centre line and a similar table three yards (2.7m) beyond the change-over line. On this table there will be a one litre plastic bottle, weighted with sand.

On the signal to start, Number 1, carrying a similar bottle, will gallop forward and place it upright on the table on the centre line. He will then continue to the far end to pick up the bottle from the table there and return to hand it to Number 2 on the start line.

Number 2 will gallop forward and place this bottle upright on the table at the far end. He will then return to the centre line to pick up the bottle from the table there and hand it to Number 3 on the start line.

Number 3 will act in a similar manner to Number 1, returning to hand the bottle from the far end to Number 4. Number 4 will act in a similar manner to Number 2.

The winning team will be the one whose Number 4 crosses the finish line first, mounted and carrying the bottle.

### **THE CANADIAN RACE**

There will be two pylons, or similar objects, placed 6 feet (1.83 m.) apart on the change over line (goal). Four balls spaced 1 foot (.305 m.) apart will be placed half way between the 3/4 line and the change over line, lined up with the goal opening. Lines of four bending poles will be placed 24 to 30 feet (7.315 to 9.144 m) apart.

On the signal to start, Number 1 takes a plastic hockey stick (field hockey is best) and rides through the bending poles and hits one ball; the rider must continue to hit the same ball until it goes through the goal posts.

The player will then return through the bending poles and hand off the stick to player Number 2. Numbers 2, 3 and 4 will continue in the same manner. The winning team will be the one whose Number 4 is first over the finishing line, mounted and carrying the hockey stick.

All four bending poles and pylons must be erect.

In the event that the pony kicks a ball through the goal, that ball must be brought back over the goal line. The ball does not have to go back to its original position.

### **DAILY MAIL RACE**

The start and finish will be the same line at one end of the arena.

On the centre line there will be a letter box about 4 feet (1.22m) high for each team and at the far end a newspaper stand with a paper boy (the fifth member of each team, dismounted) behind it.

On the signal to start Number 1 will gallop forward carrying a folded newspaper and a large token coin. On reaching the letterbox he will push his paper through it (not pulling it from the other side), before galloping on to purchase (hand over the coin) another newspaper from the paper boy, who must remain behind the stand. He will then return to the start line and hand this paper to Number 2.

Numbers 2, 3 & 4 (who each have a token coin) will repeat the procedure, Number 4 finishing over the line holding a newspaper, while the paper boy holds up the four coins.

If a newspaper or coin is dropped, or letter box or stand is knocked over, General Rules 28 and 29 will apply. At the newspaper stand either the rider or the paper boy may pick up any fallen article, but the rider may not start back until this has been done.

### **EGG AND RACQUET RACE**

Lines of three bending posts will be put up 24 to 30 feet apart (7.315 to 9.144m). On the centre post of each line will be fixed a container in which will be placed four spare eggs.

Number 1 will carry a racquet on which is placed an egg.

On the signal to start, the Number 1 will ride up and down the line through the bending posts carrying his egg on his racquet. The egg must not be touched by hand, except when being picked up.

On arrival at the finish line, Number 1 will hand his racquet and egg to Number 2, the egg still being untouched by hand. Numbers 2, 3 & 4 will complete the course in the same way up and down the arena successively.

The winning team will be the one whose Number 4 is first across the finish line carrying his egg on his racquet.

Should the egg be dropped, the rider must either pick it up, or collect another from the container on his team's centre post and resume the course again from the point where the egg was dropped. The egg need not be placed on the racquet until this point is reached. Should the egg be dropped over the hand-over line the rider may dismount and put the egg on the racquet of the next rider to go.

Each racquet will have a white band (white insulating tape) round or crosspiece through the centre of the handle and competitors' hands must be behind this band or crosspiece.

## **EGG AND SPOON RACE**

Lines of three bending posts will be put up 24 to 30 feet (7.315 to 9.144m.) apart. On the centre post of each line will be fixed a container in which will be placed spare eggs.

The start and finish line will be marked at one end of the arena.

Number 1 will carry a spoon on which is placed an egg. On the signal to start, the Number 1 will ride up and down the line through the bending posts carrying his egg on his spoon. The egg must not be touched by hand, except when being picked up. On arrival at the finish line, Number 1 will hand his spoon and egg to his Number 2, the egg still being untouched by hand.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena successively. The winning team will be the one whose Number four is first across the finish line carrying his egg on his spoon.

Should an egg be dropped, the rider must either pick it up or collect another one from the container on his team's centre post and resume the course again from the point where the egg was dropped. The egg need not be placed on the spoon until this point is reached.

Should the egg be dropped over the hand-over line the rider may dismount and put the egg on the spoon of the next rider to go. Posts knocked down may be replaced by the rider concerned - see General Rules 28 and 29

## **FISHING RACE**

On the centre line there will be a litter bin containing four fish made of wood or plastic approximately 15" (38cm.) long and 7.5" (19cm.) across the body.

The Number 5 of each team will stand 3 yards (2.74m.) behind the change-over line, holding a post 4 *feet* (1.2m.) high with a cross piece containing four hooks screwed into the underside.

A three yard circle (2.75m) will be marked on the ground and the 5th rider is to keep at least one foot in this circle at all times.

Number 1 will have a stick (bamboo or similar) 4 feet (1.2 m.) long with a small hook on one end.

On the signal to start, Number 1 will go forward to the litter bin, hook a fish and continue to Number 5 carrying the fish on the end of the stick. Number 5 unhooks the fish and secures it on one of the hooks. Number 1 must remain behind the change-over line until Number 5 has correctly placed the fish on the hook He then gallops to the start line and hands the stick to Number 2.

In order to assist the lane judges, the 5th rider will raise a hand when the fish is hooked on.

Numbers 2, 3 & 4 complete the game in the same way.

The winning team will be the one whose Number 4 is first across the finish line with all four fish on the hooks.

Should a rider drop a fish he may pick it up either mounted or dismounted. If a fish is dropped whilst handing over to Number 5, the Number 5 may pick it up and put it on the hook. General Rules 28 and 29 to apply.

### FIVE FLAG RACE

Three yards (2.74m) behind the change-over line and also across the centre will be placed a row of flag holders, one for each team in each row. Each team will have five flags on canes about 4 feet (1.22m) long. Four of these will be in the team's holder on the centre line and one will be carried by No. 1 at the start.

On the signal to start Number 1 will gallop to the other end of the arena and place the flag he is carrying in his team's holder there. He will gallop back, picking a flag out of his team's holder on the centre line and hand this flag to Number 2 behind the start line.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession so that at the end, the team will have placed four flags in the holder at the far end of the arena and Number 4 finishes over the start line mounted and carrying the fifth flag.

Should the flag holder be knocked over, the rider must put it up again, replacing any flags there may have been in it. Should a rider take more than one flag from the holder, he must replace the surplus. He MAY dismount to do these things.

If the flag should come off the cane, the stick may be used to complete the race. On windy days, rubber bands can be used to keep the flags furled and prevent them blowing over.

### FIVE MUG RACE

Lines of four posts as for bending will be put up 24 to 30 feet (7.315 - 9.144 m) apart. Uprturned litter bins will be placed 3 yards (2.74m) behind the change-over line, one for each team.

Each team will have five mugs, four of these will be placed inverted on the team's litter bin and one will be carried by Number 1 at the start.

On the signal to start Number 1 will gallop to one of his team's posts and place his mug inverted on the top. He will then go on to his team's bin/table, pick up another mug and return to hand it to Number 2 behind the start/finish line.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena in succession, so that at the end, the team will have placed four mugs on the four posts and Number 4 finishes over the finishing line, mounted and carrying the **fifth** mug.

The riders may ride straight and need not bend through the posts, if a mug is dropped off a post or the bin is knocked over. General Rules 28 and 29 apply. If a post is broken the team, will be eliminated. Any mugs knocked off the bin/table must always be replaced INVERTED.

### HI-LO RACE

Lines of four, 18" (457 mm) road cones for each team will be placed in the same positions as the bending posts, a tennis ball will be placed on the top of each road cone.

Three yards (2.74m) beyond the change-over line, there will be a pole (or similar) with an 8" (203 mm) diameter steel ring and net 7' (2.131 m) from the ground There can be a figure attached to the post at the discretion of the Host Nation's Organizer.

Number 1, will carry a tennis ball and place it in the net and upon returning down the arena, collect a ball from the top of one of the road cones. This will then be passed to the next rider.

Numbers 2, 3 & 4 will complete the course in the same way.

In the event of a tennis ball either missing the net or falling from a road cone, he MAY dismount to pick up. He may then place it where it has to be put whilst dismounted, after which he must re-mount to resume the event. Likewise, any cones that are knocked over must also be replaced. When placing the ball in the net, riders may pass around the pole or in front of it beneath the ring.

## HOUSEWIFE'S SCURRY

Three yards (2.74m.) behind the change-over line there will be a post about 4 feet (1.22m.) high for each team with a container on top, holding 1 apple, 1 orange, 1 carrot and 1 onion. Across the centre will be a row of buckets, one for each team.

On the signal to start, Number 1 carrying a potato rides to his team's bucket and drops the potato in. He then continues to the far end, takes the apple from his team's container and returns to hand it to Number 2.

Numbers 2, 3 & 4 in succession, complete the course in the same way with each rider collecting the item from the team's container in the order - orange, carrot and onion.

Number 4, after collecting the onion from the far end, drops this also into the bucket on his way back to the finish.

The winning team will be the one whose Number 4 is first across the finish line with all items deposited in the bucket in the correct order.

For action that has to be taken if an item is dropped or a bucket is knocked over, see General Rules 28 and 29.

## HURDLE RACE

Four hurdles about 30 inches (76cm) wide and set 6 feet (1.83m) apart will be placed across the centre line. They will be alternately 1 foot (30.4 cm) and 2 feet (60.8cm) high. The width between the legs of the higher hurdles will be at least 27 inches (68.5cm) and there will be a movable mug placed upright on top of each. '

Numbers 1 and 2 will stand side by side on the start line, with Number 4 behind them. Number 3 will position himself on the change-over line.

On the signal to start, Numbers 1 & 2 will gallop forward to the hurdles, where Number 1 will dismount and hand his pony to Number 2. He will then step over the first hurdle, crawl under

the second, go over the third and under the fourth. He will then remount and both riders will gallop to the **CHANGEOVER** line, where No. 1 will wait.

Number 2 will turn round after crossing the line, then he and Number 3 will go to the hurdles, where Number 2 will dismount and go **under and over** them. He will then remount and both riders will gallop to the start line, where Number 2 will drop out of the race.

Number 3 will turn round after crossing the line, then he and Number 4 will similarly complete the course, with Number 3 negotiating the hurdles. Number 3 will then drop out the Numbers 4 & 1 will complete the course, with Number 4 negotiating the hurdles.

The winning team will be the one whose final pair are first across the finish line, mounted on their ponies.

At each change-over, the next pony to go must remain behind the line until both the previous ponies have crossed it.

The rider who is to hold the pony at the hurdles may grasp its rein before, or as they gallop down the arena.

Should any hurdle be knocked over, or a mug fall off, the rider concerned must replace them and renegotiate all the hurdles again.

### **LITTER RACE**

Six identical pieces of litter (cartons with the neck end cut off) will be placed 3 yards (2.74m) beyond the change-over line. They will be arranged in straight lines with the open ends facing away from the start line. A litter bin for each team will be placed in a row across the centre of the arena.

On the signal to start, Number 1, carrying a cane 4 feet (1.22m) long, will gallop to the far end, pick up a piece of litter on his cane and return to dump it into the bin.

He will then continue back to the start line and hand the cane to Number 2. ..

Numbers 2, 3 & 4 will similarly each pick up a piece of litter and put it into the bin in succession, and the winning team will be the one whose Number 4 is first past the finish, mounted and carrying the cane.

The riders must remain mounted and must not hold the litter by hand when picking it up, carrying it on the cane or dumping it. If a piece is hollow and slides down the cane, it may be allowed to rest against the hand and if a piece is jammed on the end of a cane it may be loosened by hand.

A rider may pick up any piece of litter in his pile before recrossing the change-over line, but after crossing the change-over line, he must continue with the same piece of litter. Litter dropped when attempting to put it into the bin may be put in the bin dismounted.

If a carton is dropped the rider must always use the stick to pick it up. NOTE. Two pieces of litter are spares.

### **NINE RING RACE**

The start and finish is the same line. On the centre line will be a standard bending pole, midway in the lane on which will be a hook facing the start. The Number 5 will be 3 yards (2.74m.) beyond the changeover line holding a stand (See Equipment Annexure "B") and on each of the four hooks there will be two, 4 inch (10cm.) white, or brightly colored "Hoover" rings (these may be bound with insulating tape).

On the signal to start, Number 1 carrying a ring will ride to the centre hook and place it on that hook, he will then continue to the changeover end and take two rings off the stand. Returning to the centre line, he will leave one ring on the hook and then go on to pass the second ring Number 2 behind the start/finish line. Numbers 2, 3 & 4 then complete the course in exactly the same way in succession, with Numbers 4 leaving both rings on the centre hook before crossing the finish line.

The winning team is the one whose Number 4 is first over the finish line with nine rings correctly placed on the centre line hook.

General Rules 28 and 29 will apply in all respects. The Number 5 may not lean the stand or give any form of assistance to the riders.

Rings dropped or dislodged from the stand must be picked up and replaced by the rider concerned, NOT the Number 5.

### **OLD SOCK RACE**

Three (3) yards (2.74m) behind the change-over line there will be four old socks sewn into balls about the size of a fist, for each team placed within a ring marked on the ground (for visibility). Across the centre will be a row of buckets, one for each team.

On the signal to start, Number 1, carrying a sock will gallop to his team's bucket and drop the sock into it. He will then continue to the far end, dismount, pick up a sock, remount and return to the start to hand it to Number 2.

Numbers 2,3 & 4 will complete the course in the same way in succession, with Number 4 dropping the last sock into the bucket on his way back. The winning team will be the one whose Number 4 is first over the finish line

### **PONY CLUB RACE**

Litter bins, one for each team, are placed upside down on the centre line and on each are eight letters, spelling PONY CLUB, stacked one on top of the other in any order. The Number 5 member of each team stands 3 yards (2.7m) behind the change-over line holding a post approximately 7 feet (2.13m) high, which has two cross bars each with four hooks screwed to the lower edge.

On the signal to start, Number 1 rides to the bin and picks up any two letters, rides to his Number 5 and hangs the letters on the hooks in the correct spelling, he then gallops back.

Numbers 2, 3 & 4 do likewise, the winner being the team to finish first with all the letters on the hooks in the correct spelling.

**\* The rider must be mounted when hanging the letters, even if dropped.**

Number 5 may not help at any time and merely holds the post.

### **PONY EXPRESS RACE**

Required Equipment: 4 bending poles, 4 weighted envelopes, feed sack

The bending poles will be set in a straight line, two on each side of the centre line. The remaining two poles should be set 24' to 30', one on either side of the first two poles. The 4 weighted envelopes will be placed on the ground at the centre line. Riders number 1 and 3 will be mounted behind the start line. Riders number 2 and 4 will be mounted behind the change over line. Rider number 1 will be given a sack,

At the signal to start, he/she will ride down, weaving through the bending poles, to the centre line, where he/she will dismount, pick up an envelope, put it in the sack before remounting, mount, and weave the remaining poles keeping the same pattern. The rider must be mounted passing the second bending pole, and must have remounted prior to passing the third bending pole. Upon crossing the change over line, rider number 1 will hand off the sack to rider number 2. Riders 2, 3 and 4 will complete the course in the same manner, passing up and down the arena successively. The winning team will be the one whose fourth rider crossed the finish line first carrying the sack containing four envelopes.

### **POSTMAN'S CHASE**

Lines of four bending posts will be erected 24 to 30 feet (7.315 - 9.144m) apart.

The Number 5 of each team will stand 3 yards (2.74m) behind the change-over line, dismounted and having four letters (represented by four pieces of hardboard, about 8 inches by 4 inches (203 mm by 101 mm)).

On the signal to start Number 1, carrying a sack about 24 inches by 15 inches (609 mm by 381 mm) will gallop through the bending posts and cross the change-over line, where Number 5 will hand him a letter. Number 1 will return through the bending posts to hand the sack to Number 2.

Numbers 2, 3 & 4 will similarly each collect a letter from Number 5.

The winning team will be the one whose Number 4 is first past the finish, mounted and with four letters in the sack.

In all cases the rider's hand must be out of the sack before crossing the line to hand over to the next rider. The Number 5 must remain behind the change-over line throughout. Number 5 may hold the pony while the letter is put in the sack by the rider.

## **POTATO RACE**

Three (3) yards (2.74 m) beyond the change-over line there will be six potatoes (2 spare) for each team, within a ring marked on the ground for visibility. Across the centre will be a row of buckets, one for each team.

On the signal to start, Number 1, carrying a potato, will gallop to his team's bucket and drop the potato into it. He will then continue to the far end, dismount, pick up a potato, remount and return to the start to hand it to Number 2.

Numbers 2, 3 & 4 will complete the course in the same way in succession, with Number 4 dropping the **fifth** potato into the bucket on his way back.

The winning team will be the one whose Number 4 is first over the finish line.

## **POTATO PICKING SCRAMBLE**

A team competition, all teams taking part together (or may be run in two or more divisions).

A sack of potatoes will be emptied and spread out in small piles across the centre of the arena. A bucket for each team will be placed in a row on the start or change-over line, or placed alternately on the start and change-over lines.

The first pair from each team will start at their respective buckets, the second pairs remaining outside the arena.

On the signal to start, each rider in the arena will gallop to the centre, dismount, pick up a potato, mount and return to his team's bucket, drop the potato into the bucket and return for another.

At the conclusion of a set time (1 to 1.5 minutes) a whistle will be blown. On this signal the first pairs will withdraw and the second pairs of each team will go to their buckets to get ready to start.

On the signal to start the second pairs of riders will collect potatoes and drop them into their bucket for 1.5 minutes as the first pair. The whistle will then blow again, and the second pair will withdraw. At the conclusion of the second period the potatoes in each bucket will be counted.

The rider must be mounted when dropping the potato in the bucket, but should he miss the bucket, or should the potato jump out, the rider may dismount, pick up the potato and drop it into the bucket. He must then remount to resume the event. No potato may be dropped into a bucket after the whistle has been blown.

For action to be taken if a bucket is knocked over, see general Rules 28 and 29, this action may continue, if necessary, after the whistle has been blown and all will be counted.

The winning team will be the one from any division which has collected the most potatoes.

NOTE. It is essential that the set time is exactly the same for all divisions.

## **THE PYRAMID RACE**

One table will be placed on the centre line and another 3 yards (2.74m.) behind the change-over line. On the latter table will be placed four plastic cartons.

On the signal to start, Number 1 will go to the table behind the change-over line and collect a carton which will then be placed on the centre line table. Number 1 then crossed the start/finish line.

Number 2 goes to the table behind the change-over line, collects a carton and stacks this upon the previous carton placed on the centre line table.

Numbers 3 & 4 complete in similar manner and the winning team is the one whose Number 4 is first over the finish line with all four cartons stacked on the centre line table.

General Rules 28 and 29 applies in the case of upset or dropped equipment.

Competitors may only adjust the pyramid with equipment and not with their hands.

### **RING RACE**

Two posts about 4 feet (1.22m.) high for each team, firmly fixed in the ground will be erected, one 15 yards (13.71m.) from the start with 4 nails on the side facing the start, upon which are hung 4 "Hoover" rings about 4 inches (10.1cm.) in diameter. The other post will be 3 yards

(2.74 m.) behind the change-over line. It will have a 1 foot (30.4 cm.) square board nailed to the top with one nail protruding, facing away from the start line.

On the signal to start, Number 1, carrying a ring, will go to the far end of the arena and hang his ring on the nail. He will then return down the arena collecting another ring from the post near the start line, which he hands to Number 2.

Numbers 2, 3 & 4 will complete the course in the same way with Number 4 carrying the last ring over the finish line.

Should any ring be dropped or knocked off a nail, the rider MUST dismount and pick it up before continuing. At a hand-over either rider may pick it up.

### **ROPE RACE**

Lines of four bending posts will be erected 24 to 30 feet (7.32m to 9.14m) apart.

Numbers 1 & 3 will start at one end of the arena and Numbers 2 & 4 at the other end. Number 1 will carry a rope about 3 feet (91 cm) long.

On the signal to start, Number 1 will gallop through the bending posts to the other end of the arena, where Number 2 will grasp the other end of the rope.

On arrival at the start end, Number 1 will release his end of the rope and Number 3 will grasp it. Numbers 2 & 3, each holding one end of the rope, then gallop through the bending posts to the other end of the

arena, where Number 2 will release his end of the rope and Number 4 will grasp it. Numbers 3 & 4 then, gallop back through the bending posts to the finish, each holding one end of the rope.

Should a rider let go of the rope while on the course, the riders must go back and resume the race from the point where the fault occurred.

Posts knocked down may be replaced by either of the riders concerned.

## **SACK RACE**

Numbers 1 & 3 will be mounted at one end of the arena, and Numbers 2 & 4 at the other end. No. 1 will carry a sack of about 140 lbs. (308 kg) capacity.

On the signal to start Number 1 will gallop forward, dismount and get into the sack before crossing the centre line. Runs or hops to the end of the arena, leading his pony, gets out of the sack and hands it to Number 2. Reins **MUST** remain over the pony's neck.

Numbers 2, 3 & 4 will complete the course in the same way up and down the arena successively. The winning team will be the one whose Number 4 is first across the finish line on his feet, in the sack and leading his pony.

Getting out of the sack and handing over must be done beyond the change-over or finish line (this applies to the dismounted rider only - the position of the pony is not relevant). Riders must not attempt to get into their sack until they have dismounted.

NB. A rider **MUST** be on his feet crossing the finishing line. No competitor is allowed to get help from the pony either by holding onto the mane, the neck, the saddle or any part of the bridle held close to the bit.

## **SPILLERS POLE RACE**

Three yards (2.4m) beyond the Change-over line there will be seven 1 **litre** washing-up liquid cartons (adapted as shown in diagram). They will be lined up in any order within a ring marked on the ground for visibility. A bending pole (the Spillers Pole) will be erected on the Centre line.

Number 1 will carry a carton with letter "S" marked on it. On the signal to start, Number 1 will ride to the "Spillers Pole" and slot the carton over the pole. He then continues to the far end, dismounts and collects carton "R". He remounts and returns to slot it over the pole. He then returns to the far end, dismounts and collects carton "E", remounts and rides down the arena to hand this over to Number 2.

Numbers 2, 3 and 4 repeat the process, until the word "SPILLERS" can be read from the top to the bottom of the pole. The race is completed when Number 4 slots the final "S" over the pole on his way back, and crosses the finishing line.

Cartons must not be held in the mouth. Letters placed in the wrong order, or the wrong way up, must be corrected by the rider concerned. Dropped equipment - see General Rules. Line Stewards may replace cartons in the ring where possible.

Instructions for adapting the Washing-up liquid bottles: 1. Cut the top off the carton to leave a hole 2" (5.08cm) in diameter. 2. Cut the bottom off the carton to leave the bottle measuring 6" (15.2cm) from shoulder to base. 3. Each carton will bear one of the letters from the word "Spillers" repeated three times. 4. The carton can either be painted or covered with water-proof contact adhesive paper.

## **STEPPING STONE DASH**

Six stepping stones for each team (waste bins or tins of similar size) will be placed across the centre line about 2 feet (609 mm) apart (measured from centre to centre) and in a straight line up and down the arena. Bins approximately 7 inches to 9 inches high (17.76 X 22.84cms.)

Numbers 1 & 3 will be mounted at the start end of the arena and Numbers 2 & 4 at the other end.

On the signal to start Number 1 will gallop to the stepping stones, dismount and dash across, leading his pony treading on each stepping stone and on to the ground after the last. He will remount before riding across the change-over line.

Numbers 2, 3 & 4 will similarly complete the course up or down the arena in succession. The winning team will be the one whose Number 4 is first over the finish line.

Should a rider, or pony, knock over a stepping stone, or should a rider touch on the ground whilst dashing across the stones, he must set up the fallen stone and return to cross again (even if it is the last one which falls).

Riders must lead their pony by the rein nearest to the rider's body. Reins to remain over the neck of the pony.

### **STICK PEGGING RELAY**

There will be four (4) lanes 10 meters wide, and the length of the course will be 55 meters (60 yards). There will be line five (5) meters (16.5 feet) behind both the start and finish lines to mark the "isolation" zone for the competitor receiving (thus preventing shepherding).

Team of four (4) riders. Require one 200 liter drum (44 gal) for each lane, one 90 cm (3 ft) piece of 19 mm <sup>(3/4")</sup> wooden doweling rounded at both ends, eight (8) 150 mm (6") pieces of wood cut square on the edges 100 mm (4") X 50 mm (2").

The start and finish line will be the same line. Length of the course is 55 meters (60 yards). On the 55 meter (60 yard) line there will be a drum. The eight (8) wooden blocks, standing on end, will be placed in two lines two (2) meters (6.5 ft) apart in the center of this area at two (2) meter (6.5 ft) centers, with the centers of the second and third blocks one (1) meter (3.3 ft) either side of the midway line 27.5 meters (30 yards).

1. The first rider starts with stick held in right hand and rides down the left side of the lane.
2. The rider must knock down the first block in the left hand row with the stick; continue and make a right hand turn around the end drum and return down the right side of the lane, knocking down the first block of that row with the stick.
3. The rider then continues to the starting end of the lane and passes the stick to the next rider, right hand to right hand.
4. All riders must complete the course in the same manner, knocking down two blocks - each in their consecutive order.
5. The winning team is the one with the first #4 rider crossing the finishing line, stick in hand.
6. If a horse knocks down a block, the rider must replace it before continuing.
7. If a rider knocks down a wrong block, it must be replaced before continuing.

### **SWORD RACE**

Lines of 4 ideally flat sided posts, approx. 2.5 inches X 1 inch (6.3cm X 2.5cm) about 4 feet (1.2m) in height will be erected for each team from 24 to 30 feet (7.315 to 9.144 m) apart. Fastened to each post with rubber bands will be a metal ring of approx. 4 inches (10 cm) internal diameter.

This will have a straight extension enabling it to be bound with the elastic bands to the flat side of the post.

Numbers 1 & 3 will be at the start end with Numbers 2 & 4 at the change-over end. Number 1 gallops to one of the posts, picks up the ring with the sword, continues and hands the sword complete with ring to Number 2.

Numbers 2, 3 & 4 complete the game in the same way, each going up and down the arena in succession. The winning team is the one whose Number 4 is first over the finish line with 4 rings on the sword.

At no time may the sword be grasped by the blade unless a ring is dropped. Should this happen, the rider MAY dismount and pick it up by hand, placing the ring onto the blade of the sword. He may hold the blade

of the sword until remounted, after which the handle must be held and the rider must resume the race from the point where the fault occurred.

Otherwise, the rings may not be touched by hand, and must be carried against the crosspiece of the sword.

If a sword is broken, the rider may continue, providing it is possible to complete the game correctly.

There is no penalty should a post be knocked down.

### **TACK SHOP RACE**

A bending pole topped with a "money box" will be erected 15 yards (16.4m) from the Start line. A plastic grooming tray will be placed upon an upturned litter bin 15 yards (16.4m) from the Change-over line.

The Number 5 stands behind a table or upturned litter bin placed 3 yards (3.3m) behind the change-over line. On this table will be four items (a dandy brush, sponge, tail bandage and a tin of saddle soap.)

Number will carry a plyboard "coin" 4.5" (11.3cm) in diameter.

On the signal to Start, Number 1 will ride to and place the "coin" in the "money box", continues to collect the grooming tray and then rides to Number 5 who puts any one of the items in the grooming tray. Number 1 then returns the tray onto the first table. He then rides to the "money box", collects the "coin" and hands it to Number 2 behind the Start line.

Numbers 2, 3 and 4 will complete the course in the same way.

The winning team will be the one whose Number 4 is first over the finishing line carrying the "coin'

If an item is dropped behind the change-over line, either the rider or Number 5 may pick it up.

The item must be in the tray before the rider re-crosses the Change-over line. The Number 5 may hold the rein of the pony behind the change-over line.

### **TEAM RELAY BENDING RACE**

Lines of five bending posts will be erected from 24 to 30 feet (7.315m to 9.144 m) apart.

On the signal to start, Number 1, carrying a baton, will pass down and back through the bending posts. On returning to and crossing the start line he will hand the baton to Number 2.

Numbers 2, 3 & 4 will similarly ride down and back through the bending posts in succession.

The winning team will be the one whose Number 4 is first past the finish line, mounted, and carrying the baton.

Posts knocked down must be replaced by the rider concerned.

Line Stewards will not signal unless the bending post is broken or lying flat on the ground.

### **THREE MUG RACE**

Lines of four bending posts are erected at 24 to 30 feet (7.315m to 9.144 m) apart. Mugs are placed on posts 1, 2 and 3, counting from the start line.

On the signal to start, Number 1 goes forward to move the mugs from post to post in the following order. Mug from post three to post four, then mug from post two to post three, following by mug from post one to post two, after which he gallops to the start line.

Number 2 then moves the mugs back from post two to one, post three to two and post four to three, after which he gallops to the start line to change with rider Number 3. Number 3 completes the course as for Number 1, changing over with Number 4 who completes the course as the Number 2.

If a mug is dropped whilst being removed from the pole competitors must remount and ride to the next pole to place mug.

### **TWO FLAG**

Numbers & 3 will be mounted at the start end with Numbers 2 & 4 at the change-over end.

There will be two flag holders per team, 15 yards (13.71 m) from each end and in the far holder there will be one flag.

On the signal to start, Number 1, carrying a flag, will gallop to the first holder and put the flag in it. Gallops to the second holder, takes the flag out and hands it to Number 2, who will repeat the procedure going back down the arena. The same procedure is repeated for Numbers 3 & 4.

The winning team is the one whose Number 4 is first over the finish line carrying the flag.

Should a flag holder be knocked over, the rider must put it up again before continuing the race, replacing the flag if necessary.

### **TYRE (TIRE) RACE**

A motor cycle tyre for each team (internal diameter of at least 16 inches) (41 cm) will be placed on the ground on the half way line.

Numbers 1 & 2 will form up side by side on the start line, with Number 4 behind them. Number 3 will form up on the change-over line.

On the signal to start, Numbers 1 & 2 will gallop forward to the tyre where No. 1 will dismount, hand his pony to Number 2, get through the tyre and remount. Both riders will then gallop on to the change-over line where Number 1 will wait.

Number 2 will turn round after crossing the line, then he and Number 3 go forward to the tyre where Number 2 will dismount, hand his pony to Number 3, get through the tyre and remount, both riders will then gallop to the start line, where Number 2 will drop out of the race. Number 3 will turn round after crossing the line, then he and Number 4 will similarly complete the course, with Number 3 getting through the tyre. Number 3 will then drop out and Numbers 4 & 1 will complete the course with No. 4 getting through the tyre.

The winning team will be the one whose final pair (Numbers 1 & 4) cross over the finish line first, mounted on their ponies.

At each changeover, the next pony to go must remain behind the line until both previous ponies have crossed it.

The rider who is to hold the pony at the tyre, may grasp the rein before, or as they gallop down the arena. His partner may not touch the tyre until he has handed over his pony. Competitors must not run while getting through the tyre.

### **WINDSOR CASTLE RACE**

One road cone for each team, representing the Castle, will be placed on the centre line. A plastic bucket, the Moat, of 3 gallon (13.5 litre) capacity is placed midway between the centre and change-over lines.

Numbers 1 & 3 are behind the start/finish line and Numbers 2 & 4 behind the change-over line. Number 1 carries the Turret and Number 2 carries the Orb.

On the signal to start Number 1 takes the Turret and rides forward to the Castle, placing the Turret on to it. He then rides on to cross the change-over line. Number 2 rides to the centre line and places the Orb on the top of the Turret before continuing on to cross the start/finish line. Number 3 is the robber who rides to the Castle, steals the Orb and drops it into bucket (the Moat) before going on to cross the change-over line. Number 4 rescues the Orb from the bucket, replaces it on to the Turret and continues on to cross the finish line.

The winning team is the one whose Number 4 is first over the finish line, the team having completed correctly all the phases of the race.

## **RECOMMENDED ITEMS OF EQUIPMENT**

### **ANNEXURE "B"**

Quantities are for 4 teams. These are the minimum requirements and spares should be available in case of loss or breakage. The use of bamboo canes is recommended

#### **BALL & BUCKET**

4 plastic buckets, the dohm type, approx. 3 gallons capacity.  
20 tennis balls (5 per team)

#### **BALL & CONE**

8 road cones 18" (45.68cm.) high. 8 tennis balls.

#### **BALL & RACQUET**

4 wood racquets with cross-piece of .5" to .75" (126mm to 190mm) round dowel through the handle. 4 plastic or metal containers 6" X 6" (15.22 X 15.22 cm) with sleeve to slide onto bending pole. 16 tennis balls (4 per team).

#### **BALLOON BURSTING**

24 balloons, 4 for each team (spares will be needed), Cord and pegs. 4 canes each with drawing pin attached.

#### **BOTTLE**

4 X 1 litre plastic bottles filled with sand. 8 tables, oil drums or litter bins not less than 2'3" (68.52 cm.) high.

#### **THE CANADA RACE**

2 pylons  
16 balls  
16 bending poles  
4 plastic hockey sticks (field hockey is best)

#### **DAILY MAIL**

4 letterboxes about 4' (1.22m.) high. 4 newspaper stands. 5 folded newspapers. 4 token coins.

#### **EGG & RACQUET**

12 bending posts, ( 3 for each team). 20 pot or clay eggs (5 for each team). 4 plastic racquets. Head about 12" (30.45cm.) in length. 4 tin or plastic containers, approx. 4" to 6" (10.15 to 15.22cm.) square, with sleeve to fit over top of bending post.

#### **EGG & SPOON**

4 plastic or metal containers 6" X 6" (15.22 X 15.22cm.) with sleeve to slide onto bending pole.  
4 metal spoons.  
20 eggs, pot or wood (5 per team)

#### **FISHING**

4 litter bins 18" to 30" (45.68 to 76.14 cms.) high with square or round opening of 12" to 18" (30.45 to 45.68 cms.) dimension.

16 fish (wood, rigid aluminum or plastic). 15" to 16" (38 to 40.6 cms) long and 7" to 8" (17.76 to 20.3 cms.) across the body. Each with a ring through the "nose".

4 T shaped stands, 4 feet (1.218 m.) high with cross piece of 3 feet (2.74 m.), all in 3" X 2" (7.61 X 5.07 cms.) timber. Each crosspiece to have "U" shaped hooks screwed into the underside at equal distances.  
4 sticks of 4 feet (1.218 m.) long (bamboo or similar) with a small cup hook screwed and taped securely into one end.

#### **FIVE FLAG**

20 flags, consisting of good quality bamboo canes with flags firmly fixed. Flags to be 9" (22.8 cm) square or 9" (22.8cm) triangle.

8 road cones for flag holders with the tops cut off to leave a hole 4" (10.2 cm) diameter.

### **FIVE MUG**

16 bending posts (4 for each team)  
4 litter bins 15" to 18" (38 to 45.68 cm) diameter, 18" to 30" (45.68 to 76.14 cm) high  
20 mugs (5 for each team)

### **HI-LO RACE**

16 road cones 18" (45.68cm.) high, (4 for each team).  
20 tennis balls, (5 for each team).  
4 poles with stands or base, 7 feet (2.13m.) high, each with 8" (20.3 cm.) diameter. Ring and net. (A useful base is the water filled container used to support outdoor garden umbrellas.)

### **HOUSEWIFE'S SCURRY**

4 posts each 4 feet (1.22m) high with containers on top 6" X 6" (15.22 X 15.22 curs.).  
4 potatoes (plus plenty of spares)  
4 apples (plus plenty of spares)  
4 oranges (plus plenty of spares)  
4 carrots (plus plenty of spares)  
4 onions (plus plenty of spares).  
4 plastic Dohm type buckets.

### **HURDLE**

8 hurdles 24" high X 30" wide (60.91 X 76.14 cm.), with 4" (10.15cm.) square platform for mug, set in the centre of the top rail.  
8 hurdles, 12" high X 30" wide (30.45 X 76.14 cms.).  
8 enamel mugs.

### **LITTER**

24 identical washing-up liquid cartons with the neck cut off.  
4 litter bins, 18" to 30" high (45.68 to 76.14 cms.).  
4 canes 4' (1.22cm) long bound at each end with tape.

### **NINE RING**

36 "Hoover" rings of 4" (10.15cms.) diameter, white or brightly colored (may be bound with insulating tape).  
4 stands with 4 "U" shaped hooks per stand.  
4 centre line hooks.

### **OLD SOCK RACE**

4 plastic buckets, the dohm type, approx. 3 gallons capacity  
20 socks, sewn together in pairs, finished size approx.  
3" (7.6cm) diameter.

### **PONY CLUB**

4 litter bins, approx. 2'6" (76.14cm) high,  
32 letters, (8 for each team) in plywood or hardboard, each 8" X 8" (20.3 X 20.3cm).  
Hardboard to have appropriate letters on each side so words read from both sides (this becomes more of a test of skill) i.e. the P on one side would have the Y on the reverse side.  
4 posts with cross bars. Each post T X 2" X 2" (2.197m X 5cm X 5cm). Cross bars 3' X 1" X 2" (91.37 X 2.53 X 5cm.) with 4 hooks to each bar.

### **PONY EXPRESS RACE**

4 bending poles  
4 weighted envelopes, (9"X 4" sealed with heavy cardboard or 1/8" plywood inside)  
1 feed sack. (the same as the Postman's Chase)

### **POSTMAN'S CHASE**

16 bending posts, (4 for each team).

4 sacks approx. 15" wide by 24" (38 X 60.91cms) deep.

16 letters consisting of pieces of hardboard 8"X4" (20.3 X 10.15cms.) with rounded corners (and one or two spares).

### **POTATO RACE**

24 potatoes.

4 plastic buckets approx. 3 gallon (13.5 litres) capacity

### **POTATO PICKING SCRAMBLE**

4 plastic buckets approx. 3 gallon capacity An ample supply of potatoes.

### **PYRAMID RACE**

8 tables with top of 15" to 18" (38 to 45.68 cms.) diameter, 18" to 30" (45.68 to 76.14cms.) high.

16 plastic cartons (3 kg. size), approx. 7" (17.76cm) square on lid X 3.75" (9.49cm.) deep overall. To be filled with sawdust and weight not less than 1 pound (.45kg) each. The lids to be securely fixed with tape.

### **RING RACE**

8 posts, 4' (1.22m) high. 4 posts with 4 nails on one side, 4 with aboard 1'X1'(30.45 X 30.45 cms.) fixed to the top with one nail protruding.

16 "Hoover" rings 4" (10.15 cm) in diameter.

### **ROPE RACE**

16 bending posts, (4 for each team).

4 lengths of rope, 36" (91.37cm) long, not less than 0.5" (1.26cm) and not more than 0.75" (1.90cm.) in diameter.

### **SACK**

4 hessian - 140 lbs.(65kgs) capacity.

### **SPILLERS POLE RACE**

4 bending post (see Bending race)

24 identical plastic cartons (8 for each team) - each should be marked with letters to spell "SPILLERS". See diagram.

Instructions for adapting the "washing-up" liquid bottles:

1. Cut the top off the carton to leave a hole 2" (5.08 cm) in diameter.
2. Cut the bottom off the carton to leave the bottle measuring 6" (15.2 cm) from shoulder to base.
3. Each carton will bear one of the letters from the word "Spillers" repeated three times
4. The carton can either be painted or covered with water-proof contact adhesive paper.

### **STEPPING STONE DASH**

24 circular tins (7" to 9" high)(17.76 to 22.84cm), 6 for each team. (metal waste paper bins are ideal), Equipment as per Pony Club Mounted Games Video produced by The Pony Club in Great Britain.

### **STICK PEGGING RELAY**

one 200 liter drum (44 gal) for each lane

one 90 em (3 ft) piece of 19 mm (¾") wooden doweling rounded at both ends,

eight (8) 150 mm (6") pieces of wood cut square on the edges 100 nun (4") X 50 mm (2")

### **SWORD RACE**

16 posts (4 for each team) approx. 4' (1.22m) high. (flat sided rather than round posts are most suitable).  
16 metal rings, 4" (10.15cm) in diameter with rubber bands.  
4 wooden swords with 2'(60.91cm) long blade and hilt 1' (30.45cm) long.

### **TACK SHOP RACE**

4 wood bending posts (see Bending Race)  
4 plastic or metal containers, 20cms square or diameter approx. 50mm deep with sleeve to slide over top of bending posts.  
4 litter bins measuring 76 cm high  
4 tables, each measuring 76cm. high  
4 plastic grooming trays, approx. 38cm X 25.5cm.  
4 rolled tail bandages  
4 sponges, approx. 15cm X 10cm X 38mm.  
4 dandy brushes (medium)  
4 rounded tins of saddle soap, 11.5cm diameter  
4 plywood coins, 11.5cm diameter

### **TEAM RELAY BENDING RACE**

20 bending posts, plus some spares. Posts should be of wood, not less than 1" (2.53cm) in diameter and not more than 1.5" (3.8cm) diameter, 5 feet (1.52m) long and set approximately 6" (15.22cm) in the ground.  
4 batons, 1" (2.5cm) in diameter and 12" (30.45cm) long.

### **THREE MUG**

16 bending posts, (4 for each team).  
12 mugs (3 for each team).

### **TWO FLAG RACE**

8 flags consisting of good quality bamboo canes with flags firmly fixed. Flags to be 9" (22.84cm) square or 9" (22.94cm) triangle.  
8 road cones for flag holders with tops cut off to leave a hole 4" (10.15cm) in diameter.

### **TYRE (TIRE)**

4 motor tyres (internal diameter not less than 16")(40.6cm)

### **WINDSOR CASTLE RACE**

4 road cones, approx. 76cm high (see Castle)  
4 wooden Turrets (painted silver), shaped to fit over the road cone with a round top, internal diameter minimum 50mm to receive the Orb.  
4 circular Orbs (painted gold), approx. 75 mm diameter.  
4 plastic buckets, 13.5 litre capacity.

### ***New game Approved***

#### **Wizard's Castle Race**

Skills Needed:

Pickup, placement and hand off skills.

Equipment Required:

1 road pylon cone approximately 2.5' (76 cm.) high, with a sturdy base, the opening cut to 4"-6" (10-15 cm.) diameter.

1 flag - Flag on cane about 4 feet (1.2 m.) long, made from ½ inch (1.27 cm.) doweling with square 12" x 12" (30 x 30 cm.) flag.

3 road pylon cones approximately 18" (46 cm.) high

1 sword - Wooden sword, the blade to be 2' (60.9 cm.) in length, hilt 1' (30.5 cm.) long.

1 tennis ball

Race Set Up:

The start and finish line will be at the same line at one end of the arena. On the change over line, there will be a large pylon with a flag in it. On the ¾ line, a small pylon will be placed with a sword in it.

On the centre line, there will be a small pylon with a tennis ball on top. A small pylon will be placed on the 1/4 line. Rider 1 starts the race behind the Start/Finish line. Riders 2, 3 and 4 start the race behind the 6 yard (5.5 m.) line.

**Game Play:**

On the signal to start Rider 1 rides to the change over line, removes the flag from the pylon (the Evil Wizard's Castle) and returns to place the flag in the pylon on the 1/4 line. This is his/her own castle. Rider 1 then rides over the finish line. Rider 2 must take the tennis ball (Golden Orb) from the pylon on the centre line, and drop it into the centre of the pylon on the change over line. (Removing the Golden Orb takes away the Evil Wizard's power) Rider 2 then crosses the finish line. Rider 3 must take the sword from the pylon on the 3/4 line, return to the finish line and hand off the sword to the Rider 4. Rider 4 must plunge the sword into the centre of the pylon on the change over line. (This will kill the Evil Wizard) The winning team will be the one whose Rider 4 crosses the finish line with a sword and orb in the Wizard's castle, a flag in their own castle and all pylons remaining upright.

